211 IT
HCI and Visual Programming

Introduction
Welcome to 211 IT

Lecture:
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Lab:
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IT 211 Course Blog

http://It211.wordpress.com
Course aim

HCI stand for Human Computer Interaction

The aim of HCI is providing a knowledge about designing, implementing and evaluating user-interfaces in order to provide useful, usable and used interactive system.
<table>
<thead>
<tr>
<th>Lecture</th>
<th>Human–Computer Interaction, 3rd Edition by Alan Dix, Janet Finlay</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lab</td>
<td>C#.NET Illuminated by Arthur Gittleman</td>
</tr>
</tbody>
</table>
Practical

- One hour and 50 minute practical session each week.
- Your attendance will be recorded.
- A significant proportion of marks comes from practical work.
## Assessment

<table>
<thead>
<tr>
<th>Item</th>
<th>Grade</th>
<th>Date and Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quiz 1 (Written Examination)</td>
<td>10 %</td>
<td>Sunday, Feb, 26 (12:00 PM - 1:00 PM)</td>
</tr>
<tr>
<td>Quiz 2 (Written Examination)</td>
<td>10 %</td>
<td>Wednesday, April, 4 (12:00 PM - 1:00 PM)</td>
</tr>
<tr>
<td>Quiz 3 (Written Examination)</td>
<td>10 %</td>
<td>Sunday, April, 22 (12:00 PM - 1:00 PM)</td>
</tr>
<tr>
<td>Lab evaluation &amp; Assignment</td>
<td>10 %</td>
<td></td>
</tr>
<tr>
<td>Lab Quiz</td>
<td>5 %</td>
<td>Tuesday, May, 1 (1:00 PM - 3:00 PM)</td>
</tr>
<tr>
<td>Group Project</td>
<td>15 %</td>
<td></td>
</tr>
<tr>
<td>Final (Written examination)</td>
<td>40 %</td>
<td></td>
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</tbody>
</table>
If you have an overlap please inform me within 2 days; otherwise, I will stick to these dates.
Absence Policy

If you fail to attend any examination:

1. You should fill the excuse form and bring it to me within **2 days after the exam**.
2. You will not be allowed to have a makeup exam unless you have a very strong excuse.
3. You will go for a **comprehensive exam ONLY** after the exam's committee accepts your excuse.
Course contents
Lecture

• Introduction to .NET Framework
• Chapter 1: Human
• Chapter 2: Computer
• Chapter 3: Interaction
• Chapter 5: Interaction design basics
• Chapter 7: Design rules
• Chapter 9: Evaluation techniques
• Chapter 10: Universal design
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